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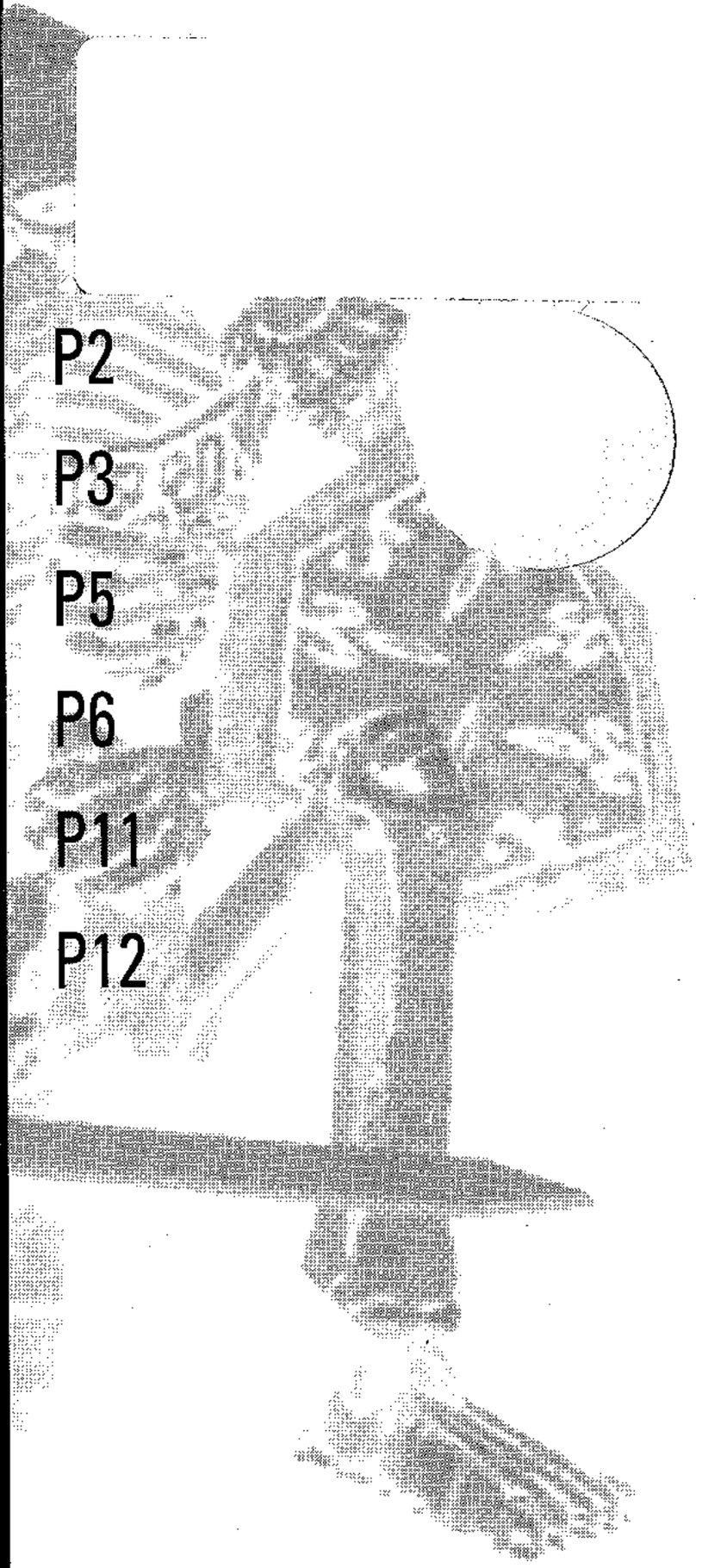


BACKGROUND STORY

It was neither in the past nor is it now... The event takes place in a special dimension between darkness and light in a dark, grisly, gruesome setting.

The world is ruled by the Power of Darkness. The human race, powerless in the face of darkness, is constantly dragged into battles between the warring evil factions.

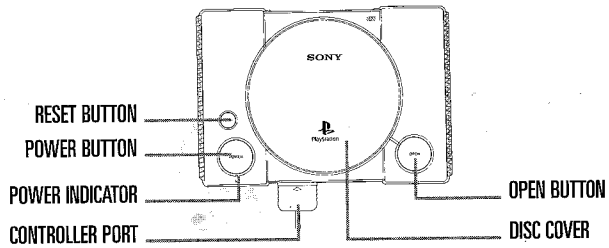
Then, one day, an opportunity arises for all species of the world to come together.

The Power of Darkness summons the world's species together and announces that a tournament, a death battle, will soon be held. He proclaims that the victorious species will be awarded rule over the World of Light for 1,000 years, and instructs each species to select a single representative to compete exclusively on the species' behalf.

Given the gravity of the situation, all species undertake exhaustive searches in order to locate the most able representative.

Finally the tournament commences.

With so many lives hanging in the balance, all fights are hotly contested. Ultimately, representatives from 7 species prevail, and prepare for the final elimination round. Much to everyone's surprise, included amongst the 7 finalists is the representative

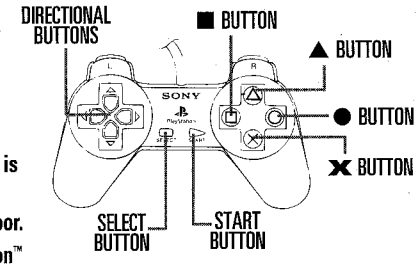


from the human race; a race ordinarily viewed as weak and inconsequential.

Prior to the start of the final elimination round, combatants are granted a short rest, a moment to collect their thoughts. What must be going through their minds as they prepare to enter into a battle which will either result in their death and the expiration of their species, or a glorious personal victory, and the ultimate liberation of their species? Who will prevail? Which species will rule the World of Light?

The fate of the world is now entrusted to you!!!

HOW TO START THE GAME

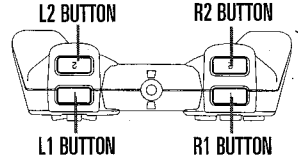


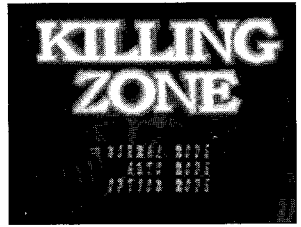
Welcome to "Killing Zone" .....
....Is it life or death that awaits you?

1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the PlayStation™ game console power is OFF before inserting or removing a compact disc.
3. Insert the KILLING ZONE disc and close the CD door.
4. Insert game controllers and turn on the PlayStation™ game console.

Follow on screen instructions to start a game.

You will come to the title screen, where the following menu will be displayed. Select your choice with the Directional Button, then press the START BUTTON.





• NORMAL MODE

This is the ordinary fighting game mode. Only by defeating each formidable opponent can you advance to the game's higher stages. Can the species you selected rule the World of Light?

• AUTO MODE

This is the simulation format mode in which you must develop your character as it competes against the computer. In this mode, you do not directly control the character. Refer to the "Auto mode" section detailed on page 6 of this manual.

• OPTION

Set game settings to suit your style. To set an option, press UP or DOWN on the Directional Button to highlight an option, and press LEFT or RIGHT to select a setting. When you are through, press the START BUTTON to return to the title screen and begin game play.

LIFE Set your life force to Minimum, Normal or Maximum.

TIMER The round timer can be set to 60, 5, 30 or 99 seconds.

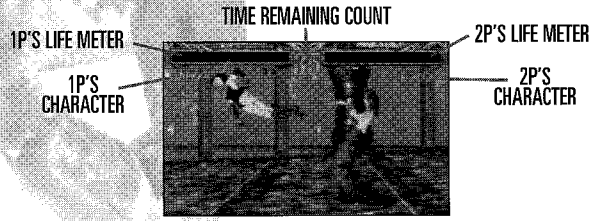
REPLAY After each round victory, the deciding attack will be replayed (ON) or not (OFF).

SET Choose how many rounds make a match: 2, 1, 3 or 5.

LEVEL Choose from Easy, Normal, Hard and Hardest skill levels.

About the screens

See the enemy and yourself in this macabre world!



Basic game screens and operation of the control pad are as follows. When you fight against the computer, the 2P character will be the computer.

L2 BUTTON: moves sideways. (counterclockwise direction)

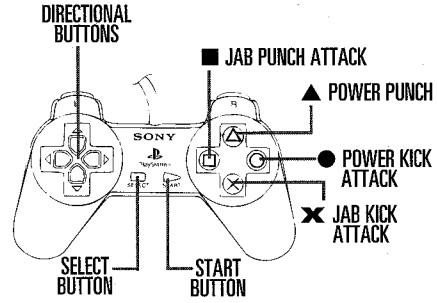
L1, R1 BUTTONS: protection. When combined with the down directional button, you can guard the lower section.

R2 BUTTON: moves sideways. (clockwise direction)

DIRECTIONAL BUTTON: move and jump your character. When you tap the up arrow key, the jump will be small; when you press the forward directional button, twice, quickly, the character will dash forward; when you press the backward directional button, twice, quickly, the character will step backwards. The character can move forward or backwards while in a squatting position.

SELECT BUTTON: is not used.

START BUTTON: is used for starting and/or pausing the game.



NORMAL MODE

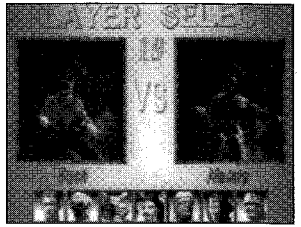
The curtain of battle is now being raised. Is it glorious victory or humiliating defeat which awaits you?

• Normal mode

In normal mode, your objective is to successfully control one of the seven available characters to ultimate victory in the tournament. When you are playing a two player game, your objective is to defeat the other player's character.

Each character possesses unique deathblows which are perfected by combining directional button and other buttons. In order to be a successful combatant, you must use deathblows skillfully.

To select a character, press LEFT or RIGHT on the DIRECTIONAL BUTTON to highlight a character, then press the X BUTTON. If the X BUTTON is not pushed before the timer runs out, the character currently highlighted will automatically be selected.



• Game Rule

A Normal Mode contest features best two out of three round matches, with the winner advancing to the next match. The combatant who is able to reduce his/her opponent's life meter to zero (nothing) within the prescribed time period is the winner of the game/round. You can also win by knocking your opponent out of the ring (a ring out). If neither character's life meter reaches zero before time expires, the combatant having the higher life meter reading wins the game/round. If both characters have the same life meter reading remaining at the end of a given round, the round is declared a draw, and a fourth round decides who wins the game/round. However, if the fourth round ends deadlocked, the game is officially declared over.

AUTO MODE

Precise calculations, exacting strategy; You need both in order to achieve victory....

• Basic operation

"Auto mode," is a truly unique mode in which you can build up your own character based upon "Killing Zone's" existing seven monsters.

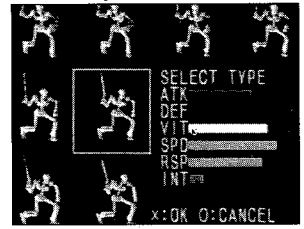
In this mode, you do not directly control the fighting character, but instead "suggest" actions, much like a corner man in a boxing match. You, as a player, will direct the character during the fight with the goal of progressively developing the character. As the character develops, its own unique character traits take shape, with its physical appearance changing as well.

First, select a character from the available default characters (which are comprised of seven distinct species). To select a character, scroll through them using the LEFT or RIGHT DIRECTIONAL BUTTON, then press the X BUTTON to confirm.

You will come to the parameters screen. To set your character's parameters move the highlight around the various portraits until the desired parameter combination is displayed.

Press the X BUTTON to confirm your selection.

Then, you must name your character. To do so, press any direction on the DIRECTIONAL BUTTON to highlight a letter, and the X BUTTON to confirm. Continue until the name is complete, then highlight END and press the X BUTTON.



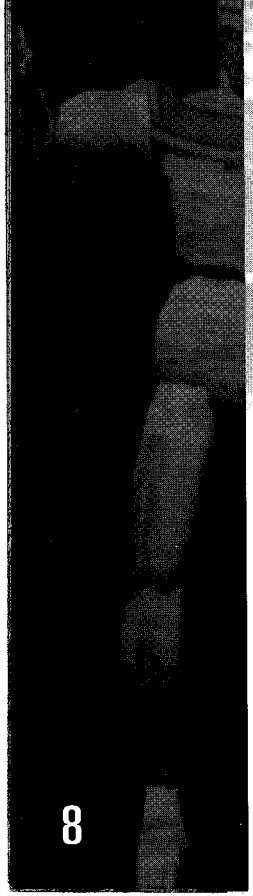
• Parameters

There are six parameters enumerated below. Lacking in any parameter will make it difficult for you to develop a competitive character.

OFFENSIVE SKILLS (ATK): This measures the decline in opponent's strength caused by your character's attack(s). You can improve this skill by allowing your character to fight an offensive battle.

DEFENSIVE SKILLS (DEF): This measures how much stamina your character is able to preserve while defending against an opponent's attacks.

STAMINA (VIT): Stamina begins at a prescribed level. Your character acquires additional stamina by turning away an opponent's attacks.



SPEED (SPD): This measures how fast your character can respond to your commands. For example, if you input ↓↓■ as the control command for a special attack and the character's speed rating is slow, your character might only be able to respond to the ↓ command. Build up Speed by attempting more and more special moves.

JUDGMENT SKILL (RSP): This measures your character's ability to fight in the absence of a command from you. The fewer commands you give, the more your character will improve this skill.

INTELLIGENCE (INT): This is your character's ability to successfully execute your commands. You can give more commands to your character as its skills improve. You can improve this skill by winning games.

• Setting the parameters

You must choose one character from the available pre-set characters, and shape your selection in accordance with your preferences. Default characters vary in strength, mobility, power, etc., ... Therefore, carefully select a character which possesses the skills you most value.

• Development

Characters develop in two different ways: physically and mentally. Once your character reaches a certain developmental level, its physical appearance will begin to noticeably change.

Height, and length of arms and legs are affected, which may lend an advantage in combat.

The second type of character development relates to personality and cognitive growth. While invisible to the naked eye, the importance of this form of development should never be underestimated.

Characters evolve, learning from their mistakes; specifically, the parameter deficiencies which led to their defeat in battle. While winning is wonderful, if your character consistently achieves victory with ease, it is likely to become arrogant, and vulnerable during a big match...

• Games and tournaments

Once you finish setting up your character, you must test your character in tournaments. Initially, it will have to compete in "Local Tournaments," proving itself a contender, not a pretender.

COMMAND DURING THE GAME/MATCH

You can use the control pad to give a "command" (give advice) in real time to your character. This is similar to a ringside corner-man in boxing giving advice to his fighter during a fight. At first, you will only be able to give three commands to your character, but as its intelligence level increases, it will respond to more and more commands.

BASIC COMMANDS

FIGHT FREELY: No specific command is given. When you are not using a control pad, your character will automatically assume this command.

ATTACK: Use ● button. Whenever an attack is successfully executed, your character learns the maneuver, and incorporates the technique into subsequent attacks.

GO AFTER THE OPPONENT (Advance): Use ■ button. Your character goes after an opponent that has fallen down. Your character automatically employs either a power or jabbing assault.

DEVELOPMENT COMMANDS

THROW DOWN (Throws): Use the RIGHT directional button. Your character will approach the opponent and attempt to throw him/her down.

DEFEND (Block): Use the LEFT directional button. Your character will step back from the opponent and assume a defensive posture.

GO LOW (Duck): Use the ▲ button. Your character will attack from a squatting position. Since your character's reach from this position will be shorter than normal, this command is not recommended except in close-in situations or matches. Notwithstanding, your character will learn this move like in "attack" command.

FIGHT WITH SPECIAL MOVES (Specials): Use the X button. Your character will try to use special attacks to nail the opponent.

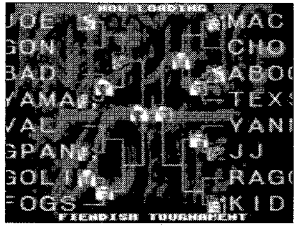
USE FEET (Evade): Use the UP directional button. Your character will fight by moving sideways. When his/her attack move hits the opponent, (s)he will learn this command.

KEEP THE DISTANCE/TIMING (Retreat): Use the DOWN directional button. Your character employs a guerrilla-style, hit-and-run strategy.

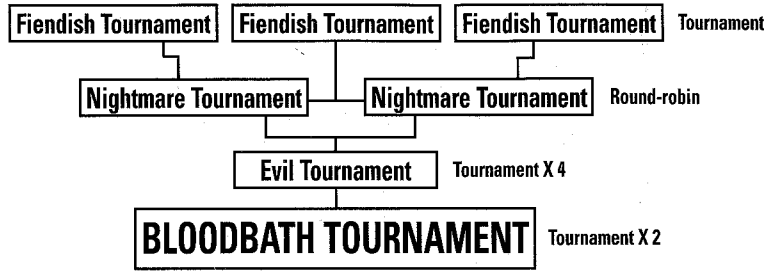
FIGHT WITH SMALL TRICKS (Fast moves): Use the R1 button. Your character utilizes small but constant tricks throughout the fight.

DESTROY THE (DEFENSIVE) GUARD (Probe): Use the L1 button. Your character attempts upper section, mid section and lower section attacks. Each time one of your character's attacks successfully strikes the opponent, your character learns this command.

• TOURNAMENTS



Those characters who prevail in their Fiendish Tournaments (open to everyone) advance to the Nightmare Tournament. Only Nightmare Tournament winners are permitted to take part in the Evil Tournament. Once a character wins an Evil Tournament title, (s)he can partcipate in the ultimate contest, the Bloodbath Tournament! But be careful, because a loss in the Bloodbath Tournament means just one thing: death!



HINTS

You do not see this type of "auto mode" in other games! Below are some critical points to take notice of in order for you to proceed smoothly with the game.

• Don't give up even if you lose a match!

You may be thinking, "I keep losing, I can never win a tournament..." Don't give up!!! Just because you are currently losing does not mean that your character is not improving.

The character will correct its mistakes, learning valuable lessons from each defeat in battle. It will develop improved fighting strategies and maneuvers, improvements which will be put to use in upcoming fights. Depending upon parameter selections, there will be some differences from person to person. However, always remember, the character will learn and grow from each fight it partakes in, win, lose or draw. Defeat is sometimes a necessary ingredient of growth.

• What is the personality of the character?

Each character possesses inborn personality traits. These are often inherent to a given species. Nevertheless, you can influence your character to adapt to special situations and environments. Specifically, with special commands you can modify your character's during a given fight. For example, a character originally possessing power fighting skills can gradually master speedy, hit-and-run, fighting techniques.

Of course, it is far easier to develop a strong character by taking into account his/her inborn personality traits, and training him/her in a manner which best utilizes those traits.

ABOUT THE CHARACTERS

The direction arrows mean to tap the directional buttons.

Bolded direction arrows mean to hold down the directional buttons.

Bracketed up (up), middle (middle) and low (low), translates into, upper section attack, middle section attack and lower section attack, respectively.

• WEREWOLF •

1P: Gush

2P: Toma

A full moon hangs in the heavens. You can hear the piercing howl of a hungry pack of wolves... Or, might it be a ravenous werewolf thirsting for blood...?

The werewolf moves swiftly in sharp, precise lines. He is a heroic character possessing humanoid features and characteristics. What makes him special is his ability to transform (power up) from a man into a ferocious wolf-like creature.

Werewolf's Tricks

TWO-SET LASER	■ ■ (up. up)
THREE SAVER	■ ■ ■ (up. up. up)
STUN GUN	→ ■ (middle)
STUN GUN BESIDES	→ ■ ■ (middle. up)
LASER GUNS	■ ■ → ■ (up. up. middle. up)
LASER HOWL	■ ■ → ✕ (up. up. middle)
CRACKER STEP	↓ → ✕ (middle)
RAPID SHOT	→ → ■ (up)
RAPID CUTTER	→ → ✕ (low)
DOUBLE LEG FANG	→ ↓ ✕ (low)
BROKEN HOWL	↑ → ■ (up)
CUTTER CHANGE	↓ ● ✕ (low. middle)
RUN-AND-GUN	■ as running (up)
RUN-AND-LOW	✕ as running (low)
LUNATIC (SIC.) BLOW	↓ → ■ (middle/ transformation when hitting)
DEMERIT GRAVITON	→ ▲ (throw + transformation)
TRANSFORMATION	run more than 3 seconds
RELEASE TRANSFORMATION	guard

* When in wolf form, his attack power increases by 25%.

• Dark Faerie •

1P: Sherry
2P: Felir

In the deepest, darkest section of the forest, there resides dark (evil) faeries. Don't be fooled by their physical beauty; as they quickly bare their teeth at anyone who tries to oppose them.

Dark Faerie is a highly mobile character. She is easy to manipulate (by the game player), and has numerous tricks while in motion.

Dark Faerie's Tricks

CHOP RETURN CHOP	■ ■ (up. up)
CHOP SPIN KICK	■ ✕ (up. up)
TRIPLE CHOP	■ ■ ■ (up. up. up)
CHOP TURN KNEEL KICK	■ ■ ✕ (up. up. up)
CHOP RETURN BACK SPIN	■ ■ → ■ (up. up. up)
CHOP RETURN ROLLING PUNCH	■ ■ ↓ → ■ (up. up. middle)
CHOP RETURN SPIN LOW KICK	■ ■ ↓ ✕ (up. up. low)
SPRING UPPER	↓ → ■ (middle)
UPPER KICK	↓ → ✕ (middle)

SIDE SPIN CHOP	↓ ← ■ (middle)
DOUBLE SIDE SPIN	↓ ← ■ ■ (middle. middle)
JACK KNIFE KICK	→ ✕ (middle)
SIDE ROLLING KICK	→ → ✕ (middle)
SIDE FLYING KNEEL KICK	→ → ✕ ✕ (middle. middle)
SOMERSAULT KICK	→ ← ✕ (middle)
LOW SOMERSAULT KICK	↓ ✕ ← ✕ (low. middle)

• Minotaur •

1P: Batch
2P: Tairos

This is a mythological character. This demonic beast has a human body and bull's head. He lives within a labyrinth, wields a gigantic ax, and delights in discharging foolish invaders to hell.

As you can imagine by the ax he carries in his hand, his offensive attacks tend to be intensely brutal and gory. His horn and kick attacks are noted for their marked precision. From a skills perspective, he is the most balanced character of all.

Minotaur's Tricks

BURN BURST	■ ■ (up. up)
BURST SIDE	■ ✕ (up. middle)
TRIPLE BURN	■ ■ ■ (up. up. up)
BURN BURST SIDE	■ ■ ✕ (up. up. middle)
LONG HORN PRESS	→ ■ (middle)
LONG HORN REVERSE	→ ■ ■ (middle. up)
SIDE KICK	→ ✕ (middle)
UPPER HAWK	↓ → ■ (middle)
GROUND SOMERSAULT	↓ → ✕ (middle)
BULL-DASH	↓ ■ + ✕ (middle)
HORN PRESS	→ → ■ (middle)
DOUBLE TURN	→ → ✕ (low)
DASH HORN PRESS	■ while running (middle)
DASH DOUBLE TURN	✕ while running (low)
DOUBLE LEG SOMERSAULT	↓ ✕ ✕ (low. middle)
BARBARIC HANGER	→ ▲ (throw down)

• Giant •

1P: Drake

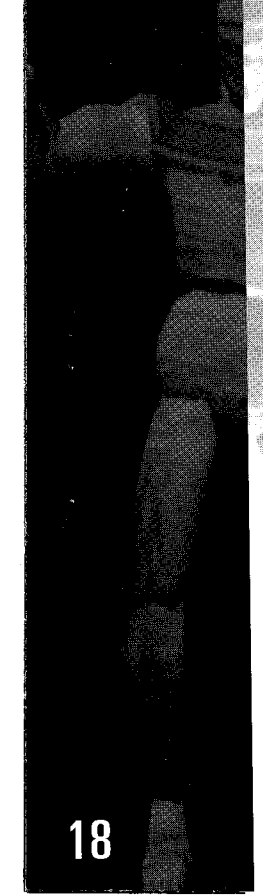
2P: Vilken

Giant, created by a young scientist, is a man-made creature (composed of decaying humanoid flesh). What does Giant see and think? No one can penetrate his vacant, steely-cold eyes.

This character's movements are extremely slow and he leaves himself exposed quite often. Nevertheless, his tricks are highly effective, and this character is well-suited for a beginner.

Giant's Tricks

DYNAMITE BOMBER	■ ■ (up. up)
DYNAMITE BOMBER ARM	■ ■ ■ (up. up. up)
BUSTER ARM	→ ■ (middle)
ROCKET KNEE	→ ✕ (middle)
HURRICANE PUNCH	↓ → ■ (middle)
HURRICANE BOMBER	↓ → ■ ■ (middle)
HAND BAZOOKA	← → ■ (middle)
RECEIVE	→ ↓ ■ (middle)
TOSS	■ + ✕ (up)
LOW SPIN KICK	← ↓ ✕ (low)
LOW SPIN BAZOOKA	← ↓ ✕ ■ (low. middle. middle)
DEATH SWING	← ↓ ■ (middle)



DEATH SWING BAZOOKA	← ↓ ■ ■ (middle. middle)
THRILLER DASH	→ ← → ■ (up)
TOWER BRIDGE	→ ▲ (throw down)

• Mummy •

1P: Rem
2P: Majete

A stone chamber safely encapsulated within a magnificent pyramid... Long ago, the bandaged master of the chamber was entombed in the belief that he would one day be gloriously resurrected. That day has now arrived ...

This character's attack blows and throw downs are beyond compare. His movements are rather slow, but if you offset his lack of speed with his outstanding reach, this character is unrivaled.

Mummy's Tricks

DA DA	■ ■ (up. up)
SH SH	✕ ✕ (low. up)
DA DA DA	■ ■ ■ (up. up. up)
SH SH SH	✕ ✕ ✕ (low. up. middle)
DA DA MAJESTIC	■ ■ → ■ (up. up. middle)
DA DA MIDDLE NEEDLE	■ ■ → ✕ (up. up. middle)
DA DA HE(E)	■ ■ ↓ ✕ (up. up. middle)

MAJESTIC	← ■ (up)
CONE HEADS	↓ ← ■ (middle)
BON	→ ■ (middle)
MIDDLE NEEDLE	→ ✕ (middle)
GHESHOULD BON	↓ ✕ ■ (low. middle)
CO-MAJESTIC	■ + ✕ (low)
LARIATTE-MAN	→ ■ + ✕ (up)
DOBON	↓ ■ + ✕ (middle)
HEAD'S HOG	→ → ■ (middle)
TUMBLING HEADS	→ → ✕ (low)
SKIP-MAN	↓ → ✕ (up)
WEDNESDAY-MAN	← → ✕ (low)
BLOW-UP BIG-MAN	→ ▲ (throw down)

• Gorgon •

1P: Rerner
2P: Karla

The Gorgon has been feared since early mythological times. Anyone who makes the fatal mistake of staring directly into the mysteriously beautiful eyes of this creature is turned instantaneously into stone.

All in all, this character's offensive attacks are not as powerful as the other combatants, but her cunning moves and peculiar tricks make her a deadly enemy. The more one uses this character, the stronger she becomes. She is a character favored by players with great hand dexterity (fighting game experts).

Gorgon's Tricks

JASENKEN (SNAKING WINDING PUNCH)	■ ■ (up. up)
JARENKEN (SNAKING CHAIN PUNCH)	■ ■ ■ (up. up. up)
JASHOOSHOW (SNAKING ASSAULTING METACARPUS)	→ ■ ■ (up. up)
SOH-JASHOW (DOUBLE SNAKING METACARPUS)	→ ■ ■ ■ (up. up. middle)
TOH-KOOSEN (HYPER WIND FAN)	↓ ← ■ (low)
TOH-KOOSENB (HYPER WIND DANCE)	↓ ← ■ ■ (low. middle)
SOH-SHOWHER (DOUBLE METACARPAL GRAB)	→ → ■ (middle)
SOHA-JIZURI (DOUBLE GRAB & RUB INTO THE GROUND)	→ → ■ ↓ ■ (middle. low)
RASENSHOW (TANGLE WEB METACARPUS)	↓ → ■ (middle)
SENPOOSHOW (WINDY METACARPUS)	↓ → ■ ■ (middle. middle)
REPPOOSHOW (GUSTY METACARPUS)	↓ → ■ ■ ■ (middle. middle. middle)
RYUKASHOW (DRAGON-LIKE METACARPUS)	↓ → ■ ■ ■ ■ (middle. middle. middle. middle)
RASEN ADDHA (TANGLING WEB PRESS KNOCK)	↓ → ■ → ■ (middle. up)
JIZURI 1 (SHOVE INTO THE GROUND 1)	↓ ■ + ✕ (low)
JIZURI 2 (SHOVE INTO THE GROUND 2)	↓ ■ + ✕ ■ (low. low)
JIZURI 3 (SHOVE INTO THE GROUND 3)	↓ ■ + ✕ ■ ■ (low. low. low)
JIGOKU-ZURI (SHOVE INTO HELL)	↓ ■ + ✕ ■ ■ ■ (low. low. low. low)
YUJASEN (MYSTIC TANGLED SNAKE)	■ + ✕ (up)
YURYU-SEN (MYSTIC TANGLED DRAGON)	■ + ✕ ■ + ✕ (up. up)
JATOH-TAI (SNAKING SWORD)	↓ ↓ ✕ (low)
JAKOH-REN (SNAKING LOTUS SQUEEZE)	→ ▲ (throw down)

• Skeleton •

1P: Kal
2P: Hal

Those poor, wretched individuals killed by witches are exploited even after the onset of death. Their skeletons are revived by magical spells which force them to move and dance continuously until their bones finally disintegrate into dust.

This character does not have much power, but possesses innumerable cunning tricks. This character will fight a tactical battle employing trick after trick, rather than pressing for a one punch knock-out. This character is favored by players with great hand dexterity (fighting game experts).

Skeleton's Tricks

OSBORNE	■ ■ (up. up)
HIGH OSBORNE	■ ■ ✕ (up. up. up)
SABER FLIP	↓ → ■ (middle)
SOL BREILLO	→ ■ (middle)
REVERSED SOL BREILLO	→ ■ ■ (middle. up)
LOW KICK SIDE	✕ → ✕ (low. middle)
WIND VEIN	← → ■ (up)
ROLLING STONES	← → ✕ (middle)
DOUBLE ROLLING	← → ✕ ✕ (middle. middle)
TRIPLE ROLLING	← → ✕ ✕ ✕ (middle. middle. middle)
BONE CRUSHER	↓ ↓ ■ (middle)
BONE SMASHER	↓ ↓ ✕ (low)
SPINNING SWORD CRUSH	↓ ● ↓ ↓ ■ (low. middle)
SPINNING SWORD CRUSH	↓ ● ↓ ↓ ✕ (low. low)
DANCING BONE	↓ ✕ ✕ (down. down)
DANCING BONE FEVER	↓ ✕ ✕ ✕ (down. down. down)
MOSQUITO CRUSH	→ ▲ (throw down)